

BEWITCHED

Death and famine overshadow the land as the evil powers of darkness grow in strength and cunning. In a moment of carelessness you have allowed the evil magician Mordread to cast you down into the haunted maze of dungeons beneath his dark and forboding castle.

He has transformed you into a magical key to roam for eternity through the haunted labyrinths below ground, whilst he enslaves all those who live above. Were it not for the fact that you are possibly the greatest wizard in the land you would surely be doomed; but as you cast your mind back over centuries of spellbinding you suddenly remember a solution to your predicament; a solution in theory, yes, but can you carry it out in practice?

There are four sets of different coloured doors, all of which must be opened before you can gain freedom and all the time you are at the mercy of hordes of ghosts and ghouls intent on hampering your progress. At the entrance to the maze there are four coloured keys, the colours corresponding to those of the doors. You must pass through one of these keys to become the same colour, and only then can you open the corresponding doors.

Once all the doors of one colour have been opened you must return to the entrance, pass through another key to change colour, and then attack another set of doors. This process must be repeated until all the doors have been opened and you are able to gain freedom but the closer you come to liberty the more frantic Mordread's hounds become in their attempts to thwart you. You must escape from this dank, evil place, so that you can repel the forces of darkness and bring light and liberty to the land once again. Please turn over.



COOGI
SOFTWARE

BEWITCHED

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HOW TO PLAY The screen illustrates a maze, split into 3 layers by doors, (the keyholes). Your task is to travel down the screen by opening the correct door with no wall behind it, to do this move your player, the key in the top/middle of the screen through one of the four key symbols of four different colours. If you pass through the red key, you turn red and you can move down to the red keyhole and open it. The keyhole will then disappear and reveal either a wall or a space. If it is a wall you will have to go back and choose another colour key to try another door. If it is a space you can run through and try the next lot of doors continuing down the screen. If you open and go through the doors on the bottom line the screen will scroll up to reveal the next section. This now means that to get a new key to try you will have to run up through the top of the screen scrolling down until eventually it will reveal the keys again and you can try another door by running all the way down again. All this is made more difficult by the number of ghosts which you must avoid increasing as you run further down.

THE STATUS LINES SCORE Number of points received for opening doors. MEN Number of lives left H.H. The highest number of points achieved this session

HOW TO CONTROL THE KEY

LEFT Press the < key in the lower left of the keyboard.

FIGHT Press the > key in the lower left of the keyboard.

UP Press the P key in the upper right of the keyboard.

DOWN Press the A key in the upper right of the keyboard.

Your joystick will also move you to the left or right, up or down, depending upon which way it is pushed.

LOADING Connect the cassette recorder to your VIC-20 and switch the computer on. Place the cassette into your tape recorder with the printed side facing upwards. Rewind the tape to the beginning. There is only one way to load BEWITCHED. Whilst holding down either of the two shift keys press the key marked

"RUN/STOP." The message "PRESS PLAY ON TAPE" should appear on the screen. Press "PLAY" on the cassette recorder. The computer should print the word "SEARCHING". If you do not see this message switch off the computer and try again. If loading is successful a message will appear on the screen within 30 seconds. The process is entirely automatic from then on. Strange characters will appear on the screen after about a minute. This is part of the normal loading process. BEWITCHED works on the basic unexpanded VIC-20, requiring no memory expansion or peripherals except the standard Commodore cassette recorder.